

NGUYEN MY THONG

Software Engineer - Game Dev

+84 839879660 · mythonggg@gmail.com · [Github](#) · [Website](#) · [Linkedin](#)

SUMMARY

Third-year Computer Science student at UIT University, passionate about Web Apps, AI, and Game Development. Developed 5+ projects, had a summer internship at UIT InsecLab, had a part-time job as a Fullstack Developer at Visual Hive. Driven by curiosity, I actively explore AI and modern frameworks to build innovative solutions through collaboration and creative problem-solving.

EDUCATION & CERTIFICATIONS

University of Information Technology – UIT

Computer Science student.

MERN Stack complete course - Udemy

Udemy course certificate

Complete Web Development Bootcamp - Udemy

Udemy course certificate

Google Developer Student Club UIT

Head Developer of GDSC club at University - UIT

Complete Machine Learning Bootcamp - Udemy

Udemy course certificate

SKILLS

- | | | |
|---------------------------------|------------------------------|-----------------------|
| • Programming Languages: | • Frameworks/ Tools: | • Soft Skills: |
| - C++, Go, Java | - Sveltekit, NextJS, FastAPI | - English (B2) |
| - Python, TypeScript | - Docker, Firebase, MongoDB | - Teamwork |

WORK EXPERIENCE

Software Engineer

UIT InsecLab - Developer - Researcher - System Designer

June 2025 - September 2025

Developer, researcher, system designer for this project with the purpose of using LLMs and multi-agent to plan tasks and execute commands to pentest Web2 and Web3.

Visual Hive - Part time Fullstack Developer

August 2025 - Present

Fullstack Developer at [Visual Hive](#) - a startup about Data and AI. I build apps for them to satisfy their clients.

REMARKABLE PROJECTS

VisualHive - Intelligent Data Ingestion Platform and Dashboard

June 2025 - Present

Developed a full-stack, intelligent data ingestion platform that automates the transformation of raw data into structured data. Key features include a multi-stage data processing pipeline (analysis, cleanup, validation), a dual-database architecture combining PostgreSQL with a Vector DB (Qdrant/AstraDB) for semantic search, and a web interface with Dashboard and Data Visualization built with Next.js, React, and Prisma. The entire infrastructure is managed with Terraform and Docker.

MultiAgent LLM for Auto Pensting Web2 and Web3

June 2025 - September 2025

Developer, researcher, system designer for this project with the purpose of using LLMs and multi-agent to plan tasks and execute commands to pentest Web2 and Web3.

Realtime Chat App

Feb 2024 - March 2024

A chat app with very simple UI allows users to securely join or create chat rooms and engage in instant direct messaging, with user authentication and seamless realtime communication.

Learn2Aid

March 2025 - April 2025

This app is an app for Hackathon 2025. My role was a backend engineer, build API, setup services. About this app, this is an app that allows users to learn how to aid through videos and quizzes. Moreover, it has AI model so that user can practice aiding then record video and send to the model to judge the accuracy.

SkillForge

March 2025 - May 2025

A platform that allows students to complete projects created by businesses to earn experience and skills. My role was a fullstack developer and architect designer who this whole project. This app includes cool features like AI matching projects-students on marketplace, realtime chat rooms, realtime kaban board and gamifications system.

Shooter Game Browser

March 2025 - Present

A Shooter Game 2D top down built using JavaScript and HTML canvas. I built both game client and game server for this project. This game has 2 modes: single player and multiplayer.